

Listing of Claims:

Please make the following amendments to the specification (material to be inserted in replacement paragraphs or sections is in **bold and underline**, and material to be deleted is in ~~strikeout~~ or (if the deletion is of five or fewer consecutive characters or would be difficult to see) optionally in double brackets [[]]).

1. (Previously presented) An interactive doll with an animated head and a base, the doll comprising:

a motor operatively connected to the head, the head rotatable relative to the base through a plurality of predetermined head positions including a first head position;

a head position assembly interposed between the head and the base, the head position assembly having a contact surface; and

a position monitoring structure attached to the head and independent of the head position assembly, the position monitoring structure configured to monitor the plurality of predetermined head positions, wherein the positioning monitoring structure rotates with the head, such that the contact surface of the head position assembly triggers the position monitoring structure when the head is in the first head position.

2. (Previously presented) The doll of claim 1, wherein the head position assembly comprises a safety mechanism adapted to permit the head to be physically turned by an external force.

3. (Previously presented) The doll of claim 1, wherein the head position assembly comprises:

a lower wafer interposed between the head and the base adapted to follow the rotation of the head when the head is physically turned by an external force from an operational position;

an upper wafer releasably coupled to the lower wafer and adapted to remain aligned with the base when the head is physically turned by an external force from the operational position; and

a biasing structure interposed between the lower wafer and upper wafer wherein the biasing structure is adapted to bias the head back to the operational position after being physically turned by the external force.

4. (Previously presented) The doll of claim 1, wherein the head position assembly comprises a stopping surface which is adapted to contact a stop on the head to prevent the head from being physically turned by an external force beyond the plurality of positions.

5. (Original) The doll of claim 1, wherein the position monitoring structure includes at least one limit switch.

6. (Original) The doll of claim 1, wherein the position monitoring structure is operatively attached to a processor which is adapted to control rotation of the head.

7. (Cancelled)

8. (Cancelled)

9. (Cancelled)

10. (Cancelled)

11. (Cancelled)

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Cancelled)

18. (Previously presented) An animated doll comprising:

a base shaped to resemble feet configured to disguise a power source;

a body mounted on the base having a size that is not in proportion to the base;

and

a motor driven head rotatably mounted on the body configured to disguise a motor assembly which is operatively connected to the power source and the head and having a size that is not in proportion to the body size.

19. (Original) The doll of claim 18, wherein the motor assembly includes a first motor configured to rotate the head relative to the body.

20. (Original) The doll of claim 18 also comprising an eye assembly having moveable eyelids, wherein the motor assembly includes a second motor configured to move the eyelids between an open position and a closed position.

21. (Previously presented) The doll of claim 18, also comprising a head position assembly interposed between the head and the body wherein the head rotates about the head position assembly and the head position assembly remains generally stationary in relation to the body when in an operation position.

22. (Original) The doll of claim 21, wherein the head includes a position monitoring structure attached to the head and configured to contact the head position assembly when in a predetermined position.

23. (Previously presented) The doll of claim 21, wherein the head position assembly includes a biasing structure adapted to permit the head to be physically turned by an external force beyond the operation position and to bias the head back to the operation position.

24. (Original) The doll of claim 18, wherein the base is adapted to provide a counter-weight to support the head.

25. (Original) The doll of claim 18, wherein the base is adapted to support the doll on a planar surface in an upright orientation.

26. (Cancelled)

27. (Cancelled)

28. (Cancelled)

29. (Cancelled)

30. (Cancelled)

31. (Cancelled)

32. (Cancelled)

33. (Cancelled)

34. (Previously presented) An interactive doll with an animated head and a base, the doll comprising:

a motor operatively connected to the head, the head rotatable relative to the base through a plurality of predetermined head positions including a first head position;

a head position assembly interposed between the head and the base, the head position assembly having a contact surface adapted to remain substantially stationary relative the base upon rotation of the head by the motor; and

a position monitoring structure attached to the head configured to monitor the plurality of predetermined head positions, the positioning monitoring structure rotatable with the head such that the contact surface of the head position assembly triggers the position monitoring structure as the head rotates by the motor through the plurality of predetermined head positions;

wherein the head is adapted to be physically turned by an external force from the first head position to a second head position and upon release return to the first head position.